DIGITAL & SOCIAL GAMING

Engagement - Interaction - Teamwork - Confidence - Learning Through Play

Gaming can be the doorway into engagement. We use a learner's interests to build trust, encourage interaction and show that gaming can be social, active, creative and full of opportunities to learn.

Starting With What Learners Already Enjoy

For some young people, particularly those who have struggled to engage with education, gaming is an interest they already feel comfortable and confident talking about. We use that interest as a positive starting point. A favourite game can begin a conversation, help build a relationship with staff and make entering a new environment feel less overwhelming.

Our Digital Gaming Zone

Our digital gaming area gives learners opportunities to enjoy **console gaming, Meta Quest VR and interactive digital experiences** in a supported environment. Sessions can encourage problem-solving, decision-making, communication, perseverance, coordination and teamwork. The aim is not simply to provide screen time - it is to turn an existing interest into meaningful engagement and learning.

Gaming Without a Screen

Our **Social Gaming area** introduces another side of gaming. Learners can enjoy board games, card games, challenges, quizzes and group activities where the most important part is the people around the table. This helps young people discover that gaming does not always need a controller, headset or screen to be fun.

Connecting With Peers

Social gaming creates natural opportunities for learners to **interact with peers, take turns, communicate, negotiate, laugh together, cope with winning and losing and work as part of a team**. For learners who find direct social interaction difficult, having a game or shared challenge to focus on can make communication feel much more natural.

Finding the Balance

We help learners understand that digital gaming can be enjoyable while also exploring healthy ways to balance screen-based activities with face-to-face interaction. Moving between digital gaming and social gaming can encourage learners to try something new, step away from the screen and recognise that connection, competition and teamwork can happen in lots of different ways.

Individualised Learning Journeys

Every learner's pathway is designed specifically for the individual. For one learner, gaming may initially be the tool that helps them walk through the door and begin engaging. For another, it may become a way to practise communication, teamwork, emotional regulation or confidence. We build on the learner's interests and use them to create positive next steps.

MORE THAN JUST GAMING

Turning interests into connection, confidence and meaningful learning

Two Ways to Play, Connect & Learn

Our digital and social gaming areas complement each other. Learners can enjoy technology while also discovering games and challenges that bring people together away from screens.

Digital Gaming	Social Gaming
Console gaming and Meta Quest VR	Board games, card games and group challenges
Problem-solving and digital confidence	Conversation and face-to-face interaction
Coordination, decision-making and perseverance	Turn-taking, patience and communication
Shared digital challenges and teamwork	Cooperation, friendly competition and teamwork
A familiar interest that can unlock engagement	A fun way to build relationships with peers

Learning Hidden Inside the Fun

A gaming session can create opportunities to practise **English, maths, strategy, memory, problem-solving, communication and emotional regulation** without learning feeling forced. Scores, timings, instructions, budgeting within challenges, reading rules and explaining strategies can all become part of the experience.

Engagement Comes First

We recognise that learning cannot happen without engagement. Sometimes the first success is simply a learner choosing to join in, speak to another young person, try a new game or stay involved for longer than they expected. We value those moments and use them as building blocks towards wider learning, confidence and participation.

Play - Connect - Communicate - Build Confidence - Learn

Bellissimo Training CIC

Small groups - high support - interest-led learning - individualised pathways